VISIT…

THE CRUMBLING HALL OF THE FROST GIANT JARL

A short adventure for four 10th-level player characters

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d20 system

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INTRODUCTION

Stop the frost giants from reclaiming their destiny! In "Crumbling Hall of the Frost Giant Jarl," the player characters (PCs) must stand against the machinations of Gungir, self-styled Jarl of the Frost Giants, while simultaneously discovering what evil lurks within Gungir's ancestral home. This adventure hearkens back to classics such as "Against the Giants" (the "G" series of modules from 1st Edition AD&D).

PREPARATION

This adventure is designed for four 10th-level PCs. Characters as low as 8th level or as high as 12th can probably take on its challenges if the DM makes a few modifications. For lower-level or smaller parties, reduce the number of monsters encountered by 25% to 50% in each room, and reduce Gungir's level by 2. For higher-level or larger parties, increase these quantities by a similar amount. Be sure to adjust the monsters' tactics and the treasure received accordingly.

As the DUNGEON MASTER® (DM), you need a copy of the *Player's Handbook*, the *DUNGEON MASTER'S Guide,* and the *MONSTER MANUAL®* to use this adventure. Monster statistics are provided with each encounter in abbreviated form; notations for each monster reference the appropriate page of the *MONSTER MANUAL* for full details. Throughout this adventure, text that appears in shaded boxes is player information, which you may read aloud or paraphrase when appropriate.

This adventure can take place in or near any mountain range in your campaign. The Crumbling Hall itself uses a modified version of the Ruins map from the September 2000 Map-a-Week feature on the D&D website. This map is available for you to download at <http://www.wizards.com/dnd/images/mapofweek/831_r1.jpg>. The relevant portion of the map is reprinted here for your convenience.

Unnumbered rooms are unused and empty except for fragments of stone and ice scattered across the floor. Alternatively, you can expand the scope of this adventure by adding encounters to those rooms, or allowing the passages that lead "off the map" to lead to additional encounter areas, such as those shown in the other sections of the map.

BACKGROUND

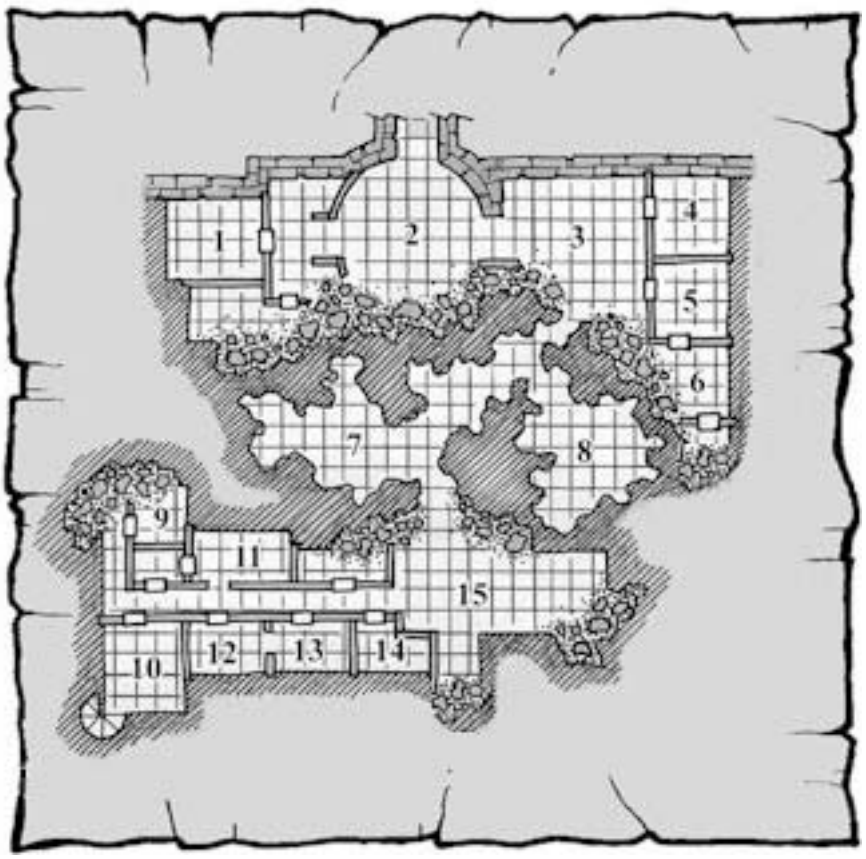
In days of yore, when giants ruled huge swaths of land, the frost giant jarls commanded great armies of their people and lived in vast complexes dug into the sides of lofty mountains.

The giants' time of glory passed long ago, and today they live in small bands, eking out a meager existence as raiders and hunters. But their leaders still yearn for greatness, and some seek to reclaim that glory by returning to the ancient places of power.

Gungir is one such giant. Gathering together a band of hardy frost giants and ogres, he has returned to a fortress that was once a center of power among his people. So far, they have unearthed several chambers long-since buried by cave-ins of rock and ice, but the deeper levels of the fortress continue to elude them.

Nevertheless, Gungir has styled himself as a jarl of the frost giants, claiming a title not used in generations. Given time, he believes that many giants will flock to his banner, and things will be again as they were in the time of his ancestors.

Enter, the player characters.



ADVENTURE HOOKS

There are a variety of ways to involve your player characters in the adventure.

- The PCs hear rumors of a small but growing force of giants massing in the north. Nearby towns worry that this may be the precursor to large-scale strife.
- The last three caravans going through White Pass (a common route through the mountains) haven't arrived at their destination. A reward (appropriate to your campaign) has been posted for whoever finds out what's intercepting the caravans and puts an end to the troubles.
- Diviners and seers have begun receiving mysterious portents about a great power trapped in the mountains. The omens vary in specifics, but all agree that the power serves the forces of evil.

Finding the Crumbling Hall

You can place the Crumbling Hall anywhere you'd like, though it works best in a cold, remote mountainous location, many days' journey from civilization. Depending on the style of your campaign, you can make locating the Crumbling Hall an adventure in and of itself, requiring sages, bardic lore, and magical assistance. Characters of this level are likely to have powerful divinations at their beck and call, so don't be afraid to make the task a challenging one.

Similarly, traveling to the Crumbling Hall, while challenging to lesser characters, might prove a snap to PCs of this level. While hiking through snowy mountain passes could prove difficult or even deadly to low-level PCs (see Chapter 3 of the *Dungeon Master's Guide*, particularly the sections on Cold Dangers and Weather Hazards), savvy PCs in this adventure should be able to withstand or even avoid such dangers.

The next section begins when the characters have arrived at the frost giant abode.

THE CRUMBLING HALL

An ancient archway, 20 feet high and wide, gapes in the side of the mountain. Through the great archway you can make out a short passage of worked stone, the walls coated in ice.

This entrance allows access into area 2 (see below). The portal was once delicately carved with runic inscriptions (in Giant) and depictions of giants battling great creatures of old, but only a Search check (DC 15) reveals the worn and faded carvings now.

Walls and Ceilings: All the walls here are slick with ice, adding +5 to the DC of Climb checks. Treat the worked stone walls as uneven (Climb DC 25, including the penalty) and the crumbling or excavated sections as very rough (DC 20).

Unless otherwise noted, all ceilings are 20 feet overhead, as befitting the great size of the area's inhabitants.

Lighting: The giants rely on their darkvision to get around, so most areas aren't lit (exceptions are noted below). Any light sources (such as *everburning torches*) are placed approximately 15 feet from the ground.

Combat Noise: Despite the inhabitants' generally low level of attention to potential intruders, the sounds of combat may still draw them out. Remember to allow nearby denizens to make Listen checks to overhear combat (DC –10, +1 per 10 feet of distance). An intervening door adds +5 to the Listen DC.

Though the giants don't carry around throwing rocks, all of the rooms here have plenty of rubble they can toss at the PCs.

1. Guard Quarters (EL 11)

This cold chamber holds three enormous cots and a scattering of rubble and discarded bones.

Creatures: Two frost giants rest here when not on duty in Area 2. At any given time, one or both may be asleep (roll 1d3–1 to determine the number sleeping). These giants sleep in their chain shirts (not because of any great discipline, but because it helps them stay prepared for Gungir's occasional surprise inspections).

Frost giants (2): hp 128, 139; see *Monster Manual*, page 98. Each giant has a bag with its possessions nearby; in addition to the items described in the *Monster Manual*, each bag holds 3d6 bloodstones worth 50 gp each and a potion of *cure serious wounds*.

2. Entry Hall (EL 9)

This chamber was almost certainly once a grand entry hall, with rounded walls curving up to a ceiling 30 feet overhead. Today, the back wall has completely collapsed. Despite that destruction, the room seems generally clear, though a few rocks still lie here and there. Two other archways lead from the chamber.

This was the first room the giants cleared out, though they've never quite finished the job (dedication to a task isn't a high priority for most chaotic evil creatures).

Creature: A single frost giant stands guard here, leaning against the archway that leads toward Area 1. Sentry duty is a boring and largely thankless job here—the giants don't get much in the way of visitors or intruders. Thus, he suffers a –2 circumstance penalty to his Spot and Listen checks made to notice those approaching or sneaking past.

Frost giant: hp 133; see *Monster Manual*, page 98. The giant carries a leather bag with its possessions; in addition to the items described in the *Monster Manual*, it holds 11 bloodstones worth 50 gp each and a potion of *cure serious wounds*.

Development: A fight here may draw the attention of the off-duty guards in Area 1 (if asleep, apply a –10 penalty to their Listen checks, and don't forget to add 5 to the DC because of the closed door between the rooms) or the ogre servants in Area 3.

3. Dining Hall (EL 5)

This large room sports a pair of long tables with enormous benches flanking them. Two doors lead out from one wall, and a tunnel dug through the rubble leads out from another.

The giants weren't able to continue excavating rooms here—the rock and ice kept collapsing—so they simply dug tunnels until they found another reasonably stable area.

Creatures: Three ogres perform minor cleaning duties in the dining hall. If they hear a fight in Area 2, they move to investigate (rather than seeking reinforcements).

Ogres (3): hp 26 each; see *Monster Manual*, page 144. Each ogre carries 5d10 gp.

4. Storage Room

Stacked crates, barrels, and bundles fill about one third of this room. Several large tools lie in a pile in one corner.

The giants keep nonperishable supplies here, including many of the tools they used to excavate the rooms shown on the map (shovels, picks, hammers, and the like). Nothing here is worth any significant value (either worthless or broken), though characters following up on missing merchant trains may find evidence of those here.

5. Kitchen (EL 9)

A pair of torches starkly illuminates this kitchen. Serving trays lie piled about, dirty utensils are scattered around the floor, and the stench of old food lingers in the air.

Two *everburning torches* (one each in the southeast and northeast corners) illuminate the chamber. Any ogre or giant heading into the pantry (Area 6) takes one to help light that room.

Creatures: A middle-aged female frost giant named Grunhilde (the jarl's mother) works here as cook, along with two ogres. Grunhilde hates her son; instead, she treats all the ogre servants as her "children." For their part, the ogres make poor servants (though Grunhilde loves them anyway) and take great fun in making the giants angry, then hiding behind Grunhilde's protection. They also enjoy tormenting the cryohydra in Area 7, pelting it with rocks, then darting away from its frost breath.

Grunhilde: Female frost giant; CR 9; Large giant (Cold); HD 14d8+70; hp 125; Init –1; Spd 40 ft.; AC 8 (touch 8, flat-footed 8); Atk +9/ 4 ranged (1d6+9, rock); Face/Reach 5 ft. x 5 ft./10 ft.; SQ Cold subtype, darkvision 60 ft.; AL CE; SV Fort +14, Ref +3, Will +4; Str 28, Dex 8, Con 20, Int 11, Wis 11, Cha 12.

Skills and Feats: Climb +15, Hide –5, Jump +15, Spot +6; Cleave, Great Cleave, Power Attack, Sunder.

Cold Subtype: Immune to cold damage; takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Ogres (2): hp 26 each, see *Monster Manual*, page 144. Each ogre carries 5d10 gp.

6. Pantry

This chamber holds piled sacks of grain spilling out onto the floor, leaking barrels of ale, and half-eaten animal carcasses hanging from the ceiling.

This exceptionally cold room holds the giants' meager supply of foodstuffs. At any given time, the giants have only enough food for another 1d6+4 days. The southern door leads to a short passage filled with ice and rock from the cave-in.

Treasure: The only item of value here is a 100-gallon cask of strong dwarven ale "liberated" from some merchants recently. The ale is worth about 200 gp.

7. Hydra Lair (EL 8)

Forking off from the tunnel here is a rubble-strewn chamber. A bluish-purple multi-headed reptilian beast sits expectantly in the middle of the floor, sniffing the air and growling audibly.

This room, dug out from the rubble that once choked most of the Crumbling Hall, has a 15-foot ceiling. It is also somewhat unstable—each time a fire effect goes off here, there is a 1% chance per point of damage inflicted that a minor cave-in occurs (one occupant, randomly chosen, is treated as being in the slide zone of an avalanche—see Chapter 3 of the *Dungeon Master's Guide*). This cave-in deals 3d6 points of damage and pins the character beneath rubble (Reflex DC 15 negates).The third time this occurs, the cave-in becomes more severe: All those in the room are subject to its effects.

Creature: A seven-headed cryohydra lives here, chained to the western end of the room. The 50-foot chain allows the hydra to move as far as the "7" on the map, though its long necks can reach another 10 feet beyond that point.

Cryohydra, seven-headed: hp 73, see *Monster Manual*, page 123.

Tactics: The hydra normally rests in the center of the chamber, waiting If any creature enters its lair, or if it smells an invisible creature within 30 feet, it begins howling and roaring. If it spots or smells any creature other than a frost giant, it also strains against its chain (DC 26 Strength check to break). If it spots or smells an ogre, it gains a +2 circumstance bonus to the Strength check to burst the chain.

Note that the hydra's frost breath can't quite reach the back of the passage unless it breaks its chain. Should it break free, it will pursue intruders, but note that it can't fit into areas 3, 8, or 15 because of the narrow passages.

Treasure: Each of the hydra's seven necks bears a silver collar worth 200 gp.

Development: The sound of battle here may draw the attention of nearby inhabitants (areas 3, 8, and 15), though most have learned to ignore the hydra's angry howls. Even if they hear the commotion (Listen DC –10, +1 per 10 feet of distance), they must make a second Listen check (DC 10, +1 per 10 feet of distance) to discern that danger is present.

A major cave-in may draw the attention of all denizens (Listen DC –10, +1 per 10 feet of distance), who certainly will move to investigate within 2d4 rounds.

Ad Hoc XP Adjustment: Award an extra 10% of the normal XP for defeating the hydra here, due to the danger of cave-in.

8. Wolf Den (EL 9)

Jutting out from the tunnel is a cavern with a relatively low ceiling. The unmistakable smell of wet dog emanates from the room.

As in Area 7, the ceiling here is low (in this case, barely 12 feet high). It is similarly unstable (chance of cave-in; see above).

Creatures: Gungir keeps his pack of five winter wolves here. Unlike the hydra (Area 7), these creatures aren't restrained in any way. They enjoy the run of the entire complex, should they choose to wander.

Winter wolves (5): hp 51 each; see *Monster Manual*, page 184.

Tactics: Usually, a single winter wolf rests near the entrance to this area, using its scent to detect intruders. Should a creature (other than an ogre or frost giant) come near, the wolf alerts its packmates and moves to intercept the intruder, howling and barking to alert the giants.

Treasure: Each winter wolf wears a leather collar studded with bloodstones (10 per collar, each stone worth 100 gp).

Development: See Area 7 for the ramifications of a commotion or major cave-in here. Note that nearby creatures won't ignore the baying winter wolves if they hear them.

Ad Hoc XP Adjustment: Award an extra 10% of the normal XP for defeating the winter wolves here, due to the danger of cave-in.

9. Accursed Chamber (EL 13)

Read the following text when the PCs examine the door into this chamber.

The door before you is chained shut, with a heavy padlock securing it. Runes are carved in the door's surface.

The runes, in Giant, warn the reader to leave this chamber alone under all circumstances. The chain holding the door closed is secured with a good lock (Open Lock DC 30). Gungir keeps the key in his chamber (Area 10). The heavy chain has hardness 10, hp 30, and a Break DC of 30.

If the PCs open the door or otherwise look into the room, read the following text.

Inside the room sits a solitary creature. It has the ivory-scaled body of a draconic beast, but the torso, arms, and head of a giant. Its mighty hands clutch an enormous sword, the point resting on the ground before it. The creature seems simultaneously angry and sad.

In his youth, Gungir dallied with a white dragon that had taken the form of a frost giant. The product of their union was a bizarre half-dragon centauroid creature, with the torso of a frost giant attached to the wingless body of a white dragon.

Unsure of whether his son's birth represented a promising omen or a curse from the gods, Gungir kept the creature locked away, eventually bringing it to this place and trapping it within the chamber it lives in today. As it grew in size and power, he has begun to fear that it might someday represent a threat to his leadership.

Over the years, this nameless hybrid has railed against its captor, hurling all manner of threats and curses at Gungir. Eventually, these curses were heard—but not by Gungir. Instead, a powerful fiend or dark deity granted the beast a boon, turning it into a blackguard (and gifting it with its *unholy greatsword*).

Now it waits patiently for a chance to wreak vengeance upon Gungir. It cares nothing for the greatness of giants or for leading its father's people—only for destroying its father and jailor.

The nameless creature is confined to this chamber by the chaining version of a *binding* spell, cast long ago by a wizard who owed Gungir a favor. This generates an *antipathy* effect (Will DC 22) against any creatures attempting to enter the room. The release condition set by the wizard is Gungir's death.

Creature: The nameless thing waits patiently within the chamber. If it hears non-giant voices outside, it pleads to be set free. It claims (honestly) that all it desires is the death of Gungir.

The Nameless Thing: Male half-white dragon half-frost giant Blk2; CR 11; Large dragon (Cold); HD 14d10+84, 2d10+12; hp 184; Init +1; Spd 40 ft.; AC 23 (touch 10, flat-footed 22); Atk +23 melee (1d8+12, bite) and +18 melee (1d6+6, 2 claws); or +25/+20/+15 melee (2d8+19/19–20, *Huge +1 unholy greatsword*); or +13/+8/+2 ranged (1d6+12, rock); Face/Reach 5 ft. x 10 ft./10 ft.; SA Breath weapon (30-foot cone of cold; 3d6), rock throwing, smite good 1/day; SQ Cold subtype, dark blessing, darkvision 60 ft., detect good, immunities, low-light vision, poison use, rock catching, stability; AL CE; SV Fort +22, Ref +9, Will +10; Str 35, Dex 12, Con 23, Int 14, Wis 14, Cha 18.

Skills and Feats: Climb +26, Concentration +22, Diplomacy +6, Hide +5, Jump +26, Knowledge (religion) +8, Listen +8, Sense Motive +8, Spot +18; Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (greatsword).

Breath Weapon (Su): The Nameless Thing can breathe a 320-foot cone of cold that deals 3d6 points of cold damage (Reflex save DC 16 for half). Once he has breathed, he must wait 1d4 rounds before doing so again.

Rock Throwing (Ex): The Nameless Thing receives a +1 racial bonus on attack rolls when throwing rocks. He can hurl rocks weight 40 to 50 pounds each (Small objects) up to 5 range increments (range increment 120 feet).

Smite Good (Su): The Nameless Thing may attempt to smite good with one normal melee attack. He adds +4 to his attack roll and deals 2 extra points of damage. Smiting a creature that is not good has no effect but uses up the ability for that day.

Cold Subtype: The Nameless Thing is immune to cold damage. He takes double damage from fire unless a saving throw for half damage is allowed, in which case he takes half damage on a success and double damage on a failure.

Dark Blessing: The Nameless Thing applies his Charisma bonus to all saving throws. (This modifier is already figured into the statistics given above.)

Detect Good (Sp): The Nameless Thing can detect evil at will as the spell.

Immunities: The Nameless Thing is immune to cold, paralysis, and sleep.

Low-Light Vision: The Nameless Thing can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Poison Use: The Nameless Thing is skilled in the use of poison and never risk accidentally poisoning himself when applying poison to a blade.

Rock Catching (Ex): The Nameless Thing can catch Small, Medium-size, or Large rocks (or projectiles of similar shape. Once per round, if he would normally be hit by a rock, he can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus on attack rolls, the DC increases by that amount.) The Nameless Thing must be ready for and aware of the attack.

Stability (Ex): Unlike most half-dragons, the Nameless Thing has four legs, granting him extra stability against attacks such as bull rush.

Blackguard Spells Prepared (2; base DC = 12 + spell level): 1st—*cause fear, cure light wounds.*

Possessions: +1 unholy Huge greatsword.

Development: If the Nameless Thing is freed, it immediately seeks out Gungir and attacks him with furious anger. You can run this combat normally, or you can decide for yourself who wins. No other frost giants will assist Gungir (they're too afraid of his son). Of course, the PCs are free to interfere if they wish.

Alternatively, if Gungir dies, the binding spell that keeps the creature here is broken, allowing it to go wherever it wishes. It will certainly attempt to kill the PCs (and anything else around it) when it determines that Gungir is already dead.

10. Jarl's Quarters (EL 10)

This vaulted chamber has a balcony running along two walls, with a corner staircase leading down from it to the floor. Flickering torches light up the chamber, showing a gigantic four-poster bed along one wall, thick carpets covering the floor, and ancient tapestries depicting battles between giants and dwarves hanging from the walls.

This chamber is 30 feet high. Two *everburning torches,* in the northwest and southeast corners, illuminate the room with cold, flickering light.

The stairs in the southwest corner wind upward 15 feet to a 10-foot-wide balcony that runs the length of the west and south walls, overlooking the room. Any frost giant can easily attack a character standing on the ledge.

Creatures: Gungir's consort, a female frost giant named Londra, relaxes in this (relatively) luxurious chamber. Her trusted pet, a dire (polar) bear, stays close to her side at all times.

Londra, frost giant: hp 142; see *Monster Manual*, page 98.

Dire (polar) bear: hp 102; see *Monster Manual* (as dire bear), page 58.

Tactics: If intruders present themselves (or if the bear smells them), Londra calls for help while hefting her masterwork greataxe (+1 bonus to attacks) and defending herself.

Development: The sounds of a struggle here may draw the attention of the giants in areas 12, 13, and 15 (if still alive).

Treasure: Londra wears an array of silver and ivory jewelry, all sized for a giant, including three rings (120 gp each), two bracelets (250 gp each), a necklace (500 gp), and a tiara (1,200 gp). The bear wears a silver collar studded with small bloodstones (worth 1,000 gp). A large chest under the bed holds 5,300 sp, 1,150 gp, 75 bloodstones (worth 50 gp each), and a large key (which opens the door to Area 9, above).

The carpets and tapestries are worthless because of their age and poor condition, though they might prove a curiosity to a sage interested in such matters.

11. Trophy Room (EL 5)

A variety of interesting objects fills this room. A large table along one wall is covered with skulls of different shapes and sizes. A corner shelf holds a number of odds and ends, and an enormous weapon rack dominates another wall.

This room holds a collection of Gungir's trophies and treasures. There are three distinct display areas. Each has at least one trap (see below), making this a dangerous room for the unwary (or unlucky).

A large table (measuring 8 feet tall and 15 feet long) along the north wall holds an array of skulls, including those of a dire bear, a frost worm, a hound archon, a Large white dragon*, and several dwarves.

A triangular shelf set into the northeast corner holds several art objects. Most of the two dozen items have little value (1d10 gp each), but a few are more valuable, including an intricately carved mammoth tusk* (worth 350 gp), a jeweled helm sized for a dwarf (750 gp), a solid platinum torc sized for a Gargantuan wearer (1,500 gp), and a blue steel ring (actually a *ring of warmth,* this item is dormant until worn by a creature that does not possess the cold subtype).

Finally, a large weapon rack hangs from the eastern wall. It holds a Huge black iron greatsword, a Huge greatclub, a Gargantuan morningstar, a *+2 warhammer**, and a battered crossbow.

Trap: Any creature lighter than 2,000 lb. (that is, anything significantly smaller than a frost giant) who steps up to the front side of the northern display area triggers a pressure-activated trap, launching three Large poisoned spears from under the table (spaced equally along its length). Anyone standing in the path of the spears may be struck. The giants can reset this trap after it is sprung, but they have no more purple worm poison.

Poisoned Spear Trap: CR 9; mechanical; location trigger; manual reset; Atk +15 ranged (1d8 plus poison, spear); multiple targets (up to three); poison (purple worm poison, Fortitude save [DC 29] resists, 1d6 Str/1d6 Str); Search (DC 27); Disable Device (DC 29). *Market Price:* 47,500 gp.

Trap: Each of the three objects noted with an asterisk (*) is protected by a *glyph of warding*. Any creature who touches one of them without uttering the passphrase ("Gungir crushes enemies underfoot," in Giant) triggers the *glyph*.

The *glyph* on the dragon skull holds a *contagion* spell (which infects the victim with blinding sickness). The *glyph* on the carved tusk releases a blast of fire (2d8 points of damage).The *glyph* on the *+2 warhammer* holds a *bestow curse* spell (–4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks).

***Glyph of Warding* (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, Reflex save [DC 16] half damage, 2d8 fire); multiple targets (all targets within 5 ft.); Search (DC 28); Disable Device (DC 28). *Cost:* 350 gp to hire NPC spellcaster.

Glyphs of Warding (Contagion): CR 4; spell; spell trigger; no reset; spell effect (*contagion*, 5th-level cleric, Fortitude save [DC 16] negates); multiple targets (all targets within 5 ft.); Search (DC 28); Disable Device (DC 28). *Cost:* 350 gp to hire NPC spellcaster.

Glyphs of Warding (Bestow Curse): CR 4; spell; spell trigger; no reset; spell effect (*bestow curse*, 5th-level cleric, Will save [DC 16] negates); multiple targets (all targets within 5 ft.); Search (DC 28); Disable Device (DC 28). *Cost:* 350 gp to hire NPC spellcaster.

12. Barracks (EL 11)

Two large, crude beds sit against the walls here. An archway connects this chamber to another room.

This room is home to a pair of frost giants. The archway leads to Area 13 (see below).

Creatures: Two frost giants live here. While their comrades (from Area 13) are on duty in Area 15, they are most likely asleep (75% chance). Like the giants in Area 1, they sleep with their chain shirts on and their greataxes within reach.

Frost giants (2): hp 124, 140; see *Monster Manual*, page 98. Each giant has a bag with its possessions nearby; in addition to the items described in the *Monster Manual*, each bag holds 3d6 bloodstones worth 50 gp each.

Development: If sufficient time passes between the PCs' forays into this complex, Gungir may be able to recruit additional giants to his cause. Assume that one frost giant joins every 1d4 days after the heroes first arrive. New giants fill in where needed (living in Areas 12, 13, or 1).

13. Barracks

Two large, crude beds sit against the walls here. An archway connects this chamber to another room.

This room is identical to Area 12, except that its inhabitants are currently in Area 15. If additional frost giants have joined the cause (see Area 12), they may be stationed here.

Treasure: Two giants' bags are here (owned by the giants in Area 15). Each holds the traditional contents described in the *Monster Manual*, plus 3d6 bloodstones worth 50 gp each.

14. Servants' Quarters (EL 9)

Several bedrolls lie about the floor in disarray. The smell of many creatures living in close quarters clings to the walls, and garbage litters the area.

The ogres who serve Gungir live here under the command of Harashk, a veteran of many battles with dwarves and humans. Despite Harashk's best attempts at discipline, Grunhilde's spoiling of the ogres has led to poor behavior from these creatures. Gungir has become disappointed with Harashk's poor leadership and is considering how best to deal with the problem.

Creatures: Harashk and six ogres are currently here, resting while off duty.

Ogres (6): hp 26 each; see *Monster Manual*, page 144. Each ogre carries 5d10 gp.

Harashk: Male ogre Ftr6; CR 8; Large giant; HD 4d8+16 plua 6d10+24; hp 91; Init +3; Spd 30 ft.; AC 19 (touch 8, flat-footed 19); Atk +17/+12 melee (2d6+14, Huge greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; SQ Darkvision 60 ft.; AL CE; SV Fort +15, Ref +6, Will +6; Str 26, Dex 8, Con 19, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb +6, Hide –8, Intimidate +6, Listen +1, Spot +1; Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: +1 light fortification breastplate, Huge greatclub, *headband of Intellect +2, cloak of resistance +2, potion of cure serious wounds*, silver amulet (500 gp).

15. Throne Room and Shrine (EL 15)

In this partially collapsed room, a large stone chair—perhaps a throne—sits against one wall. Badly damaged carvings cover the walls and ceiling, apparently depicting giants engaged in warfare against other creatures. A crude stone altar stands opposite the throne.

Whatever purpose this room once served, Gungir now uses it as a throne room and shrine to Thrym, god of frost giants. The altar in the northeast corner is dedicated to that deity, and Gungir periodically offers religious services (little more than loud chanting and smashing of objects, really).

Creatures: When Gungir isn't out recruiting, he spends much of his time here, sitting upon a great stone seat recovered from the giants' excavation of the caverns. He believes it makes him seem more imperious and regal. Two frost giants stand guard.

Frost giants (2): hp 135, 139; see *Monster Manual*, page 98. These giants' bags are in Area 13.

Gungir: Male frost giant Clr5; CR 14; Large giant (Cold); HD 14d8+70, 5d8+25; hp 180; Init –1; Spd 40 ft.; AC 21 (touch 8, flat-footed 21); Atk +23/+18/+13 melee (2d8+14/19–20/x3, *Huge +1 greataxe*); or +12/+7/ 2 ranged (2d6+9, rock); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rebuke undead 5/day, rock throwing; SQ Cold subtype, darkvision 60 ft., rock catching; AL CE; SV Fort +18, Ref +4, Will +11; Str 29, Dex 9, Con 21, Int 10, Wis 16, Cha 15.

Skills and Feats: Bluff +4, Climb +13, Concentration +10, Diplomacy +4, Disguise +4, Gather Information +4, Hide –7, Intimidate +4, Jump +13, Knowledge (religion) +5, Perform +4, Spot +9; Brew Potion, Cleave, Great Cleave, Improved Critical (greataxe), Martial Weapon Proficiency (greataxe), Power Attack, Sunder, Weapon Focus (greataxe).

Rock Throwing (Ex): Gungir receives a +1 racial bonus on attack rolls when throwing rocks. He can hurl rocks weight 40 to 50 pounds each (Small objects)

up to 5 range increments (range increment 120 feet).

Cold Subtype: Gungir is immune to cold damage. He takes double damage from fire unless a saving throw for half damage is allowed, in which case he takes half damage on a success and double damage on a failure.

Rock Catching (Ex): Gungir can catch Small, Medium-size, or Large rocks (or projectiles of similar shape. Once per round, if he would normally be hit by a rock, he can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus on attack rolls, the DC increases by that amount.) Gungir must be ready for and aware of the attack.

Cleric Spells Prepared: (5/5/4/3; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, mending, read magic;* 1st—*bless, comprehend languages, endure elements* (cast), *inflict light wounds*, shield of faith;* 2nd—*bull's strength, endurance, silence, spiritual weapon*;* 3rd—*invisibility purge, magic vestment*, protection from elements.*

*Domain spell. Deity: Thrym. Domains: Destruction (smite 1/day, +4 on attack rolls, +5 on damage rolls), War (Martial Weapon Proficiency [greataxe] and Weapon Focus [greataxe] as bonus feats).

Possessions: Huge +1 greataxe, chain shirt, *boots of speed*, two *potions of cure serious wounds*, *circlet of persuasion, brooch of shielding* (72 points remaining), platinum bracers (500 gp).

Tactics: Gungir currently enjoys 5 points of fire resistance (thanks to his daily casting of *endure elements [fire]*), but he doesn't hesitate to cast *protection from elements* as soon as he needs it. Other spells cast to increase his combat prowess include *shield of faith* (offers +2 deflection bonus to AC), *bull's strength* (adds 1d4+1 to Strength), *endurance* (adds 1d4+1 to Constitution), and *magic vestment* (gives chain shirt a +1 enhancement bonus).

Once the battle begins, Gungir activates his *boots of speed*, then casts *bless* (which gives him and his allies with 50 feet a +1 morale bonus to attacks and to saves against fear). He targets a spellcaster with *spiritual weapon*, then wades into melee alongside his guards.

Development: A fight here brings the inhabitants of area 14 in 1d3 rounds and any giants in areas 12 and 13 one round later. Other remaining residents may come to Gungir's aid if they hear the battle.

Note that Gungir's death releases the nameless creature in Area 9 (see above) from its *binding* spell.

CONCLUSION

If the PCs defeat Gungir and his minions, they can feel proud that they have stopped a potential threat to the region. Should they fail, or should Gungir escape, the jarl will continue to build his force until he feels the time has come to rain terror down upon the nearby human and dwarf settlements. Woe to those who stand in the way of Gungir's destiny!

Assuming that the nameless thing is freed from its magical prison, the PCs will almost certainly have to face it or flee before its wrath. If it survives and reaches freedom, there is no telling what destruction it will wreak—and what allies it might find along the way. After all, it is even more charismatic than its father, and it is gifted with extraordinary powers of evil. It might prove an even more powerful warlord than Gungir, given a chance.

ABOUT THE AUTHOR

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